



CONTENTS

Getting Started.....2

System Requirements/Installing/Starting the Game/Saving/Loading/Quitting

Keyboard Commands.....6

Starting a Game.....8

Game Modes/Options/Officer Edit/Bodyguard Edit

Game Progression.....14

Game Progression/Stage Progression/Game Screen/Information Screen/Results

Battlefield Controls.....24

Movement/Attacks/Charge Attack/Musou Attacks/Defense/Other Techniques

Items.....34

Field Items/Equippable Items

Characters.....38

Wei/Wu/Shu/Other Heroes

Strategy Tips.....46

Troubleshooting.....48

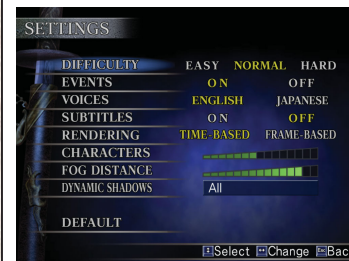
User Support.....50

For more information, refer to: <http://www.dw4hyper.com>



Original Manual Design: Jun Matsui (Plus Plan)

Dynasty Warriors 4 Hyper Manual



[Settings]

Game and graphic settings can be adjusted. Optimize your computer to enjoy more realistic battles!

● Game Settings ➡P10

Allows you to alter the number of characters displayed on screen, change shadow effects, etc.

● Graphic Settings ➡P11

Alter screen resolution, switch to full screen, etc.

EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement, or convulsions, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Rest for at least 10 to 15 minutes per hour of playing.

● Legal

Dynasty Warriors 4 Hyper ©2003–2005 KOEI Co., Ltd. All rights reserved.

Dynasty Warriors and the KOEI logo are trademarks or registered trademarks of KOEI Co., Ltd. Windows is either a registered trademark or trademark of Microsoft Corporation in the United States and/or other countries. Pentium is a trademark or a registered trademark of Intel Corporation or its subsidiaries in the United States and other countries. All other trademarks are the property of their respective owners.

Before Starting the Game

System Requirements

Requirements for this product are as follows:

● OS

Microsoft® Windows® XP Professional or Home Edition (Windows XP)
Microsoft® Windows® 2000 Professional (Windows 2000)

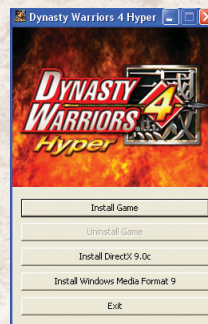
● Computer System

Computer that can run the operating systems as mentioned above as well as satisfy the specifications below.

CPU:	Pentium® 4, 1.6GHz or higher (Recommended - Pentium 4, 2.6GHz or higher)
Memory:	256 MB or more (Recommended - 512 MB or more)
Hard Drive:	2.4 GB or more of free hard disk space (Recommended - 2.9 GB or more) * You need 2.9GB or more hard disk space if you choose [Complete] for installation (i.e. install the Japanese voices and movies as well).
Drive:	DVD-ROM drive
Video Card:	64 MB or more of VRAM. DirectX 8.0 or higher compliant 3D accelerator chip supporting hardware shader functionality. * Requires a driver compatible with DirectX 9.0 or higher. (Recommended - 128MB or more of VRAM DirectX 9.0 or higher compliant 3D accelerator chip supporting hardware shader functionality.)
Display:	640×480 pixels or higher. True Color enabled display. (Recommended - 1024×768)
Other:	DirectX 9.0 or higher and Windows Media Format 9 or higher *DirectX 9.0 and Windows Media Format 9 can be installed from Disc 1.

- * If you are not sure which version of DirectX your video card supports, please contact your video card manufacturer.
 - * Required memory, hard disk, and VRAM capacities may vary depending on your operating system.
 - * Laptops, compact models, and certain other systems may not have video cards that meet the system requirements. Please contact your manufacturer for more details.
 - * Depending on your system or system usage, there may be requirements other than those listed above.
 - * A DirectX 9.0 or higher compatible sound card is required.
 - * This product supports multi-channel playback with compatible sound cards and multi-channel speakers. Follow the instructions below for setup. Please contact your manufacturer for more details.
- Windows XP
Go to [start] → [Control Panel] → [Sound, Speech, and Audio Devices] → [Sound and Audio Devices] → [Volume] → [Speaker settings] → [Advanced...], and then choose a speaker.
- * Windows Media Format 9 or higher is used to play movies.
 - * This product may not run correctly with emulation software, virtual or network drives.
 - * You may require Administrators rights to alter system settings.

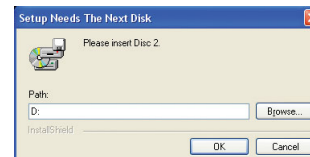
Installing



- 1 Insert Disc 1 of Dynasty Warriors®4 Hyper.
- 2 Click [Install Game] on the displayed screen to start the installation. Follow the instructions on the screen.

Important

Ejecting the disc while copying data will cause the installation to fail.
Please do not switch discs unless instructed to do so.

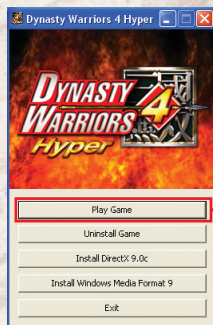


- * If the installation screen is not displayed automatically:
 1. Insert Disc 1 into the drive.
 2. Click [start] → [Run...].
 3. Enter "D:\autorun.exe" and click [OK].
 - * You may need to restart your computer after the installation.
 - * If DirectX 9.0 or higher and Windows Media Format 9 or higher is not installed on your computer, click [Install DirectX 9.0] and/or [Install Windows Media Format 9] to install them.
 - * This product uses DirectX 9.0. You may need to install compatible drivers for your computer. Please contact your computer manufacturer to obtain the required drivers. Note that KOEI is not responsible for any problems that occur with your system due to the installation of said drivers.
 - * DirectX 9.0 is protected by the U.S. copyright laws and international copyright treaties. Redistribution of DirectX 9.0 entitled files is prohibited by Microsoft Corporation of America.
- 3 After completing the installation, the configuration screen will be displayed. You can configure your graphics and controller settings before starting the game. ➡P11

Important

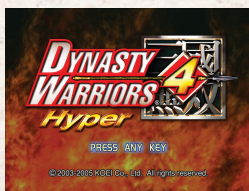
If your system does not meet the system requirements, the game may slow down or not start.
You can avoid these problems by configuring your settings before starting the game.
Settings can be changed in [Dynasty Warriors 4 Hyper Configuration] from the Windows start menu.

Starting the Game



- 1 Insert Disc 1 and click [Play Game].
If the disc is already set up, double-click the short-cut icon created when installing the game or click [start] → [All Programs] → [Koei] → [Dynasty Warriors 4 Hyper] → [Dynasty Warriors 4 Hyper].

Click [Play Game]



- 2 After the game starts, the opening movie is played back. Press any key to skip the movie. → P8
Use the keyboard or a controller to play the game. Mouse input is not supported. When the title screen is displayed, press any key to continue.

Uninstall

- 1 Click [start] → [All Programs] → [Koei] → [Dynasty Warriors 4 Hyper] → [Uninstall Dynasty Warriors 4 Hyper].
- 2 Choose [Remove] and Click [Next].
- 3 A confirmation message is displayed. Click [Yes].
- 4 After uninstalling the game, you may delete remaining game data, such as your save and configuration data. To delete all game data, check the box and then click [Finish].
* To manually delete game data, delete the folder: [My Documents] - [Koei] - [Dynasty Warriors 4 Hyper].

Saving

Saving game progress



Save a game in progress. When you save, you can continue where you last played.

● Saving at the end of a stage [Musou Mode/Free Mode]

When you clear a stage, you will be asked whether you wish to save the game.

◆ In Musou Mode

Select the save file where you wish to save your game. Up to 100 Musou Mode games can be saved.

- * Same applies for 2 Player Mode
- * If you select a save file with previously saved data on it, the old data will be overwritten.

● Saving in the middle of a stage (Musou Mode/Free Mode)

Press [ESC] during play. When the Information screen appears, select MAIN MENU. Only 1 game may be saved this way.

- * Saving will overwrite previously saved gameplay data.
- * Saving a game at the end of a stage will delete previously saved gameplay data.

Loading

Continue a game



Continue a previously saved game.

● Loading a game saved at the end of a stage [Musou Mode]

From the Main Menu select [MUSOU MODE] and then [LOAD GAME]. Select the game you would like to continue from the list.

● Loading a game saved in the middle of a stage [Musou Mode/Free Mode]

If you have saved gameplay data from the middle of a game, CONTINUE will appear in the menu. Select CONTINUE to resume the game.

Quitting

Return to Windows

If you select [QUIT] on the Main Menu or Information screen, the game quits and returns to Windows.

Keyboard Commands

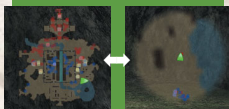
This game does not support mouse input.

For smoother game play, using a DirectX 9.0-compatible 12-button controller is recommended.

- * Default settings after installation
- * From the Main Menu select [OPTION] and [CONTROLS] to change the functions and key allocations.
- * The figure below shows a US spec. keyboard.

[Tab]

Toggle Maps ➡P19
Switch between complete map and zoom map.



Complete Map Zoom Map

[Esc]

Pause/Display information screen ➡P20
Skip Event

[F1]

Activate 2 Player Mode (before starting a battle)
* Before playing with two players, select [OPTION], [CONTROLS] and [2P CONTROLS] for appropriate key allocations.

[I]

Announce Yourself ➡P33
Take a threatening stance to intimidate nearby enemies.

[O]

Change Bodyguard Orders ➡P25
Change orders for the bodyguard unit.

[Left Shift]

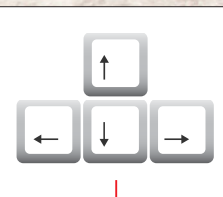
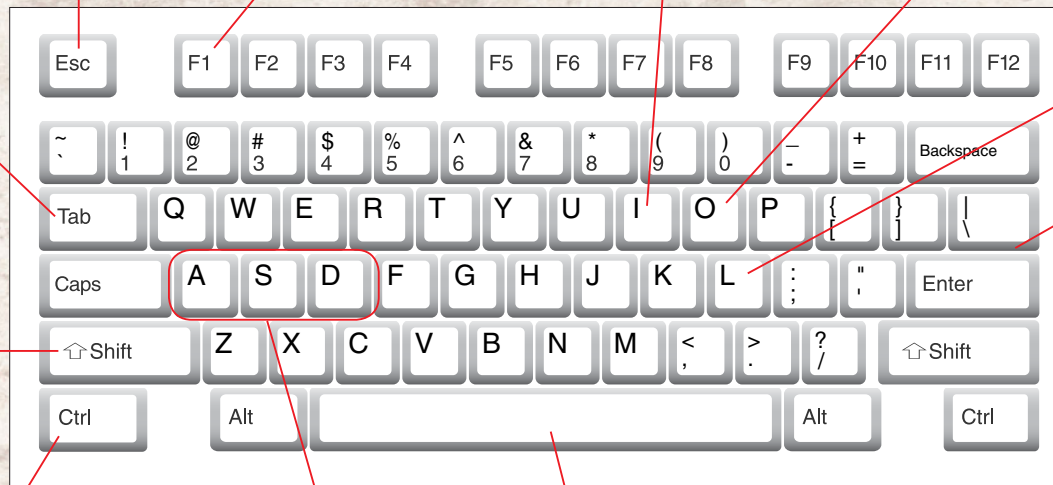
Guard ➡P32
Parry ➡P32
Shift Move ➡P24
When the button is pressed, the camera moves behind your characters as he/she guards against frontal attacks. While guarding press [S] right before the enemy attacks to deliver a counter-attack. Keep [Left Shift] pressed and use [↑/↓/←/→] to move the character to the side while keeping him or her facing forward.

[L]

Name/Life Display ➡P18

[Enter]

Determine an item



[↑/↓/←/→]

Movement ➡P24
Select an item

[Left Ctrl]

Bow Attack View ➡P26
Hold down to raise bow. Aim using [↑/↓/←/→] and press an attack key ([A], [S], [D]) to shoot.

[A]

Normal Attack ➡P26
Perform a normal attack. Press repeatedly for a combination attack of up to 4 to 6 hits.

[S]

Charge Attack ➡P28
Perform a charge attack. Charge attacks are unique to each character. Various moves can be performed when used together with normal attacks and/or jump.

[D]

Musou Attack ➡P31
Perform a special (Musou) attack. Can only be used when Musou Gauge is full. Musou Attack continues until the [D] key is released or the bar is depleted. If the bar is not full, keeping the key pressed will fill it.

[Space]

Jump ➡P24
Skip an event during the game (Next to a horse) Mount / (On a horse) Dismount ➡P25
*Also mounts and dismounts elephant.

Starting a Game

Starting the game and editing the options.

[Game Modes]

Choose a game mode from the Main Menu.



MUSOU MODE

Choose the force for which you will fight. The stages and characters available will change according to the force chosen.

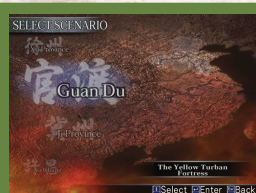
You can choose from the following when you have completed a stage and saved a game:

◆NEW GAME◆

Start a new game.

◆LOAD GAME◆

Load a saved game.



FREE MODE

Select one scenario/stage to play.

The number of scenarios/stages available will increase when certain conditions are met in Musou Mode.



Musou Mode/Free Mode (2 player)

In Musou Mode and Free Mode, 2 players can play in cooperation with each other. In the Musou Mode and Free Mode, two players (1P and 2P) can play together. Select OPTION → CONTROLS → 2P CONTROLS in advance for appropriate key allocations. Press [F1] when 2P PRESS F1 is displayed on upper right of the screen.



CONTINUE

You can continue a game saved in the middle of a stage.

CONTINUE will appear on the Main Menu if there is previously saved gameplay data.

* In Musou Mode, if the game was saved at the end of a stage, Player 2 can join the continued game.

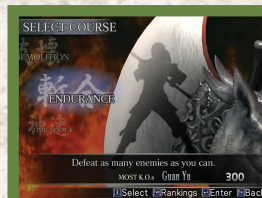


VERSUS MODE

2 players fight against each other. There are 4 stages to choose from.

* In Versus Mode, characters use starting abilities only. Equippable items may not be used; weapons are set to a max. of 6 hits. Characters created in the Character Edit mode may not be used.

SHOWDOWN	Defeat the enemy player in one-on-one combat!
ENCOUNTER	Search for and destroy the enemy player in a dark indoor stage!
INFLUENCE	Use the Imperial Seal to gain allies and defeat the enemy army!
ESCORT	Destroy the enemy carriage while protecting your own!

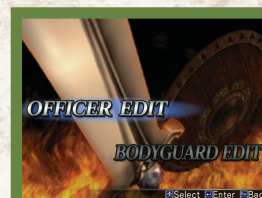


CHALLENGE MODE

Clear any or all of the four different challenges and attempt to set a new record.

* Characters use starting abilities only. Equippable items may not be used; weapons are set to a maximum of 6 hits. Characters created in the Character Edit mode may not be used.

ENDURANCE	Defeat as many enemies as you can.
TIME ATTACK	Defeat 100 enemies as fast as you can.
BRIDGE MELEE	Knock as many enemies off the bridge as you can.
DEMOLITION	Destroy as many objects as you can.



EDIT MODE

Create your own character or bodyguard unit.

◆Officer Edit◆

Create your own character. ➡P12

You can create up to 4 different characters.

◆Bodyguard Edit◆

Create your own bodyguard unit. ➡P13

You can create up to 4 bodyguard units. There are 4 pre-made bodyguard units available by default.

ENCYCLOPEDIA

You can see the character profiles, as well as the list of the weapons updated and items obtained in the Musou Mode and Free Mode. ➡P8

OPTION

Set the game options and controls. ➡P10

QUIT

Quit the game and return to Windows.

[Options]



Sets game options and configure controls. Depending on your settings, your computer may slow down. Selecting [Defaults] in each setting menu restores the default settings. If you don't have a high performance system, using the default settings is recommended.

Important

Depending on your system, setting options may differ, and you may not be able to change certain settings.

Settings

DIFFICULTY	Sets game difficulty [EASY/NORMAL/HARD] * Difficulty settings are available only for Musou Mode and Free Mode.
EVENTS	Game events [ON/OFF] * Some events will be displayed even when EVENTS is set to OFF.
VOICES	Characters' words and sound effect [ENGLISH/JAPANESE] * You can choose JAPANESE only when you installed the Japanese sound and movie data.
SUBTITLES	Movie subtitles [ON/OFF]
RENDERING	Characters may move more smoothly by choosing FRAME-BASED. [TIME-BASED/FRAME-BASED] * If the game slows down, select TIME-BASED.
CHARACTERS	Number of characters displayed on the screen. [0-15]
FOG DISTANCE	The higher the setting, the farther the view. [0-15]
DYNAMIC SHADOWS	Adds striking shadows to characters and objects (trees and buildings). [NONE/CHARACTERS/OBJECTS/ALL] * If the game slows down, select [NONE].



Without Dynamic Shadows



With Dynamic Shadows

CONTROLS

VIBRATION	Turns vibration function [ON/OFF] * The controller should be equipped with the vibration function.
BOW CONTROL	Sets the bow's targeting method [NORMAL/REVERSE]
SETUP	Reassigns game control keys or buttons. ● How to set up ① Choose [SETUP] and press [ENTER]. ② Use [1/-/+/-] to choose an action and press [ENTER]. ③ Assign keys or controller buttons for each action. ④ Press [Esc] twice to exit the setup screen. You can play the game with both, the PRIMARY and the SECONDARY settings.

SOUND

BGM VOLUME	Sets the volume of background music [0-15]
SE VOLUME	Sets the volume of sound effect [0-15]
SOUND TEST	Listen to background music played during the game.

GRAPHICS

RESOLUTION	Screen resolution [640×480×720×576/800×600/1024×768/...]
FULL-SCREEN	Full-screen display [ON/OFF]
V-SYNC	Minimize flickering on the screen [ON/OFF]
ANTI-ALIASING	Smooths outlines displayed on the screen [NONE/2 SAMPLES/4 SAMPLES]
TEXTURE FILTER	Smooths texture outlines [BILINEAR/TRILINEAR/ANISOTROPIC]
GAMMA	Sets up the brightness of the screen. Only available in full-screen mode. [0-15]

MOVIES

Watch the movies shown during the game.

- * You can change settings in [Dynasty Warriors 4 Hyper Configuration] from the Windows start menu.
● **INPUT**: Reassign keyboard keys and controller buttons.
● **GRAPHICS**: Change a part of SETTINGS ➡ P10 and GRAPHICS.

[Officer Edit]

By choosing a name, appearance, and motion sequence, you can create your own character. Up to 4 characters may be created and saved.



1 Selecting a file

Choose an empty character file from 1 to 4. If you choose a file which already contains previously saved character data, the new data will overwrite the old data.

2 Enter name

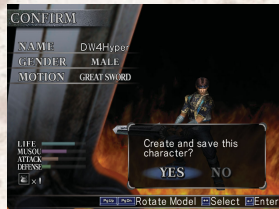
Officer names are limited to eight (8) characters. Type in a name and select ENTER to confirm.



3 Choose a gender

Select gender (male/female), model (color and parts), and motion (arms used).

* The model's body parts and motion will differ depending on the gender chosen.



4 Confirmation

The character's ability will be determined automatically, and a request for confirmation will appear on the screen.

Save character: Select YES. The character data will be saved.

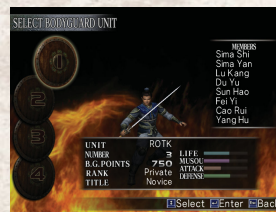
Make changes: Select NO. Select what you wish to change. When you are finished, select FINISHED and the confirmation request will appear again.

* The officers abilities varies depending on the gender and motion selected.

[Bodyguard Edit]

By choosing a name and model, you can create bodyguard units.

Up to 4 units may be created. Four bodyguard units are available by default.



1 Select a file.

Select an empty bodyguard unit file from 1 to 4. New data will overwrite the old data.

2 Select a model.

Select a model type for the unit. NORMAL MALE, NORMAL FEMALE etc.



3 Enter bodyguard unit name and unit member names.

Enter names for unit names and unit members names. (up to 8 characters). Select [ENTER] after entering names.

You can also choose to keep the default names.

4 Confirmation

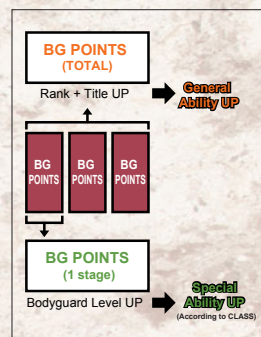
Choose [Yes] in the confirmation window displayed to save the data, or [No] to go back to select items change them.

Fight and learn, my Bodyguards!

Bodyguard units, like player characters, will grow stronger as the game progresses.

A Bodyguard unit's growth is decided by the number of BG (Bodyguard) POINTS, which is determined by totaling the K.O. COUNT and remaining life after clearing a stage. →P23

- As BG POINTS accumulate, the bodyguard unit will rise in RANK and TITLE, and the unit's general ability will improve.
- BODYGUARD LEVEL is determined by the number of BG POINTS acquired in 1 stage. If the number of BG POINTS exceeds the required number to increase the BODYGUARD LEVEL, certain abilities will improve according to the bodyguard unit's CLASS. CLASS is chosen in EQUIPMENT under SET BODYGUARDS.



Game Progression

You will learn about how the game works and what the screen shows.

[Game Progression]

You will learn about how the game works in the Musou Mode.



Choose your force

Game progression is determined by the force that the player joins. Select one force from Wei, Wu, or Shu.

* Playable forces may increase depending on game progression.



Choose your character

Select an officer from the list of characters available in the force you have chosen. At each stage, you may choose to be a different officer within the same force.

* Depending on game progression, playable characters and character model types may increase. Character model types can be changed when that character is selected.

Game Objective ...

The goal of the game is to become one of many characters in the Three Kingdoms Era and fight your way through battles to lead your forces to victory. You earn points based on such factors as the number of enemies defeated and time expended to clear each stage.

Victory Conditions

Fulfill the objectives for victory in each stage to continue on to the next stage.

Game Over

If any of the following occurs, your game will be over:

- ◆ Your character is defeated (For 2 player games, if 1 player is Defeated, his or her game is over, but the other player may continue)
- ◆ The commander of your army is defeated
- ◆ Time allotted to clear the stage runs out
- ◆ Special conditions for defeat set for the stage are met



Story progression

The game is divided into acts. Each act is further divided into stages. Once you clear the main stage of an act, the game will progress into the next act.



Story

An explanation of the circumstances surrounding the act.

Stage selection

Choose a game stage. The storyline may change depending on the order in which stages are chosen.



ACT

Secret history?

Depending on game progression, stages revolving around untold tales of the selected force may appear.

Stage progression

➔ See next page!



Story branching



Unify the Three Kingdoms!

[Stage Progression]

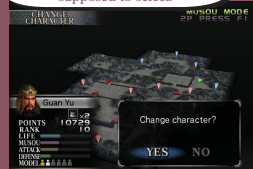
Playing through a stage in the Musou Mode and Free Mode.



Plan Your Strategy

- Check stage objectives. ➡P21
- Check enemy and ally placements on the map.

Which character are you supposed to select?

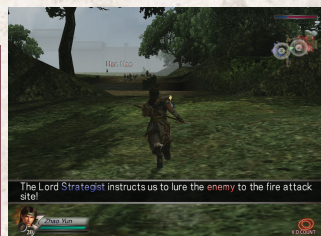


- You can change the officer with CHANGE CHARACTER. ➡P21

Do you have sufficient equipment and personnel?



- Check your equipment. ➡P20
- Organize the bodyguard units. ➡P20



To the Battlefield!

- Check your current position on the map.
- Pay attention to battle messages! ➡P19

Destroy!



- You'll find items in vases and boxes. ➡P34
- Watchtower or weapons to attack the castle!

Friendship?



- Friendliness depends on your actions.
- Affects subsequent conversations and duels. ➡P33

Duels

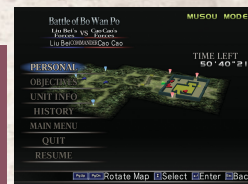


- Fight one on one in a duel! ➡P33



Break through enemy lines!

- Defeat enemy officers and earn points!
- Find items that improve your abilities! ➡P35



Between battles

- Check battle conditions on the Information Screen. ➡P20
- Quit to save in the middle of a stage. ➡P5



Head for Victory!

- Be aware of the movements of your allies as well.
- Fulfill the conditions for victory. ➡P21

Game Over...



Stage cleared!

- View results. ➡P22
- Save. ➡P23

[Game Screen]

The main game screen

Enemy Information

Displays the name of the enemy officer/unit type and his/her morale (⇒★).

When there are many ★ icons, enemy morale is high. The number decreases when an enemy unit or officer is defeated.

COMBO

Number of hits in your attack. Shows 5 combo hits and above.

Weapon Experience

Displays weapon experience points acquired. ⇒P20
Displayed when enemy officers are defeated.

Enemy Life Meter

Displays the remaining life of the enemy being fought. Decreases when the enemy character takes a hit. When the life meter reaches zero, the enemy is defeated.



Morale

Displays overall morale for both armies. Blue represents your army; red, the enemy's. Morale increases when the battle is going well for your force.

* Morale is not displayed in Challenge Mode.

Time Remaining



Appears when the time remaining is less than 10 minutes.

* Remaining Time is always displayed in Challenge Mode.

Map

Use [Tab] to toggle maps.

K.O. Count

Number of enemies defeated.

No Entry Mark (People, Horses, Elephants)

No advancement beyond this mark is possible.

If the mark forbids horses and elephants, dismounting will allow further advancement.



* Press [Esc] to see the Information Screen.

⇒P20

Battlefield Message

Displays messages as the battlefield conditions change. Target area on the map will be highlighted.



Complete Map



Zoom Map

- : Enemy
- : Ally
- : Battle Area
- ▲ : Player
- : Bodyguards
- : Steeds

- * High-ranking officers are displayed more brightly.
- * A commander has the halo around his ● for a certain area.
- * Steeds only appear when "Harness" items are equipped.



Arrows (Maximum = 99)

Displays the number of arrows character currently has (starting number = 20). Arrows appear in game stages as field items.

Set Bodyguard

Displays bodyguard settings GUARD, ATTACK, and WAIT. ⇒P25

Ability Bar

Displays length of time an item will increase an ability.

- Orange : Offense x2 (30 seconds)
- Green : Defense x2 (30 seconds)
- Blue : Speed up (30 seconds)
- Purple : Musou Gauge Max (10-60 seconds)

Life Meter

Displays your character's remaining life. When you take hits, your life decreases and the bar changes color. If it reaches zero, the game ends.

Musou Gauge

When full, your character may use a Musou Attack. ⇒P31

Fighting Spirit

Player character's emotional state. When a character's life is low, it becomes a roaring flame.



Life Display

Displays the enemy's remaining life.



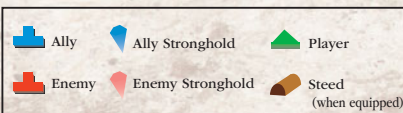
[2 Player Screen]

In a 2 player game, the game screen is split horizontally.

[Information Screen]

The Information Screen appears at the beginning of each stage or when [Esc] is pressed during game.

* Contents of the Information Screen may differ depending on the game mode and gamplay.



Equipment

Display Weapon, Item, and Set Bodyguards.

◆ Weapon Info ◆

Displays information on the character's weapon. Weapons are specific to each character. During battle, by acquiring WEAPON EXPERIENCE, your character's WEAPON LEVEL will increase. The higher the WEAPON LEVEL, the higher the ATTACK, and the number of COMBOS possible increases.

◆ Equip Item ◆

Choose items for your character. ➔P36

Increase the number of items available by acquiring them in the game stages. There are three kinds of items: HARNESS, ORB and SPECIAL. You can use only one HARNESS and one ORB at a time. The number of usable SPECIAL items depends on the level of the character. Characters at higher levels may use up to 6 items.

◆ Set Bodyguards ◆

Set up the bodyguard unit that will serve your character on the battlefield.

- ◇ UNIT (1/2/3/4)
- ◇ NUMBER (0-8 members) *1
- ◇ CLASS (Sword/Spear/Pike/Bow/Crossbow) *1
- ◇ COLOR (Auto/Blue/Red/Green/Purple/White/Yellow) *2

*1: NUMBER and CLASS are determined by the amount of BG POINTS acquired. The number of colors available increases when certain conditions have been met.

*2: When COLOR is set to AUTO, the color of the character's force will be chosen.

◇ How to use items

Select the item slot from the list on the left, and select an item available from the list on the right.



Personal (when PAUSED)

Displays your character's information. You can check information about the character's weapon, equipped items, abilities, and bodyguard settings.

Objectives

Displays conditions for victory or defeat in the current stage.

Unit Info

Displays info about ally and enemy units on the battlefield. Select a unit to view detailed information. If you press the [Space] key when a unit is selected, you can see the current position of the officers in that unit.

Changing characters (Before beginning the stage)

Players can choose a different character at the beginning of each stage by selecting CHANGE CHARACTER.

History (while paused)

Shows a history of battle messages during the stage. The time and location of each message will be displayed. Use the [1/4] key to view up to 16 previous messages.

Main Menu (while paused)

Lets the player quit the current game and save in the middle of a stage.

Quit (at pause)

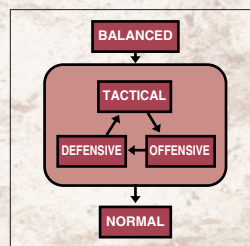
Quit the game to return to the Windows.

Start/Resume (Before beginning the stage or while PAUSED)

Start the stage, or resume playing (if paused).

2P Quit (when playing in 2 Player Mode)

Ends the game for Player 2.



Every strategy has its advantages and disadvantages

Each force advances according to its commander's STRATEGY. Each of these strategies may be advantageous or disadvantageous with other strategies. TACTICAL works well against OFFENSIVE, OFFENSIVE works well against DEFENSIVE, and DEFENSIVE works well against TACTICAL.

Furthermore, BALANCED works well against any strategy, whereas NORMAL fares poorly against all of them.

Morale and troop numbers are the largest factors for victory in battle, but if these are equal on both sides, then the strategies can affect the tide of battle.

MOVEMENT



Move

[↑/↓/←/→]

Move in the direction the arrow key is pressed.



Shift Move

[Left Shift] + [↑/↓/←/→]

Moves the character while facing forward. [Left Shift] centers the camera view behind your character. Pressing [↑/↓/←/→] while continuing to press [Left Shift] moves the character.

* Best used to face an enemy or aim at a target. Shift Move is available when you ride on a horse or elephant and during Bow Attacks.



Jump

[Space] (+ [↑/↓/←/→])

To jump. Pressing [↑/↓/←/→] while jumping enables you to jump in a particular direction. The longer you press [Space], the higher you jump.

* You cannot jump when you ride on a horse or during Bow Attacks.



Mount/Dismount

Next to a horse/On a horse [Space]

Pressing [Space] beside the horse enables your character to ride a horse. Pressing [Space] on the horse enables your character to get off a horse, or jump off a horse if the horse is running.

* Moving on horseback is much faster. If the horse is powerful enough, you can knock off low-rank enemy soldiers.



Same operations apply for an elephant.

* An elephant is moving slower than a horse, but is able to give enemies bigger damage. In addition, there are several objects that can only be destroyed by elephants.



Change Bodyguard Orders

[O]

Use [O] to change the orders for your bodyguards.



GUARD Protect the player.



ATTACK Attack the enemy aggressively.



WAIT Gather at one spot and wait for further orders.



Put your bodyguards to good use!

Normally, if you set your bodyguard orders to GUARD, they will fight within your view. However, using the ATTACK order may be good if you want them to gain experience. The WAIT command will make your bodyguards stay in one place, so it is useful when you don't want them involved in a fight.

ATTACKS

*Normal Attack***[A]**

Attack with a normal blow.
Press repeatedly to perform a consecutive attack of up to 4-6 blows.

* A quick attack, useful when the enemy is close or your character is surrounded. Number of consecutive attacks is determined by the weapon's ATTACKS rating.

*Dash Attack***[A]** (while running)

Attack with a forward thrusting motion.
Effectiveness and type depend on character.

* Can be used after running 6 steps or more. Use to charge into an enemy unit.

*Bow Attack***[Left Ctrl] + [A] / [S] / [D]**

While holding down [Left Ctrl], use [1/↓/←/→] to take aim and fire using an attack button.

[A]: Normal bow attack

[S]: Takes slightly more time, but hits with more strength and paralyzes enemy

[D]: Fire shots in rapid succession (Only works when Musou Gauge is full)

* Arrows are necessary to use Bow Attack. Characters begin game with 20 arrows and can carry a maximum of 99. Find arrows as items in each stage.

*Jump Attack***[A]** (while jumping)

Hold down [A] while jumping to perform a jump attack.

* When timed right, a jump attack can be used to dismount enemies from their steeds. It is also an effective way to escape when surrounded.

*Jumping Charge Attack***[S]** (while jumping)

While jumping, press [S]. Upon landing, character will immediately do a charge attack. Effectiveness and type depend on the character.

* Particularly effective when facing a large number of enemies in an open area. Be careful, as on the way down the character will be virtually defenseless.

*Mounted Horse Attack***[A] / [S] / [D]** (on horseback)

Attack while on horseback.

[A] Normal Attack

[S] Charge Attack

[D] Musou Attack (Musou Gauge must be full)

*Mounted Elephant Attack***[A] / [S] / [D]** (on an elephant)

Attack while on an elephant.

[A] Knock over an enemy

[S] Shake the ground, stopping enemy's movement

[D] Charge enemy and trample them underfoot (Musou Gauge must be full)



CHARGE ATTACK

[S]

Perform a powerful attack unique to each character.

* Combine with normal attacks to produce various kinds of combo attacks. Find out which charge attack each character can do!

Charge 1



Watch out for officers with high morale!

Some officers radiate energy from their bodies, indicating that they have extremely high morale. In this state, their offense and defense abilities are increased. Watch out!

An officer may start out in a normal condition at the beginning but power up when their allies are in danger.

Normal Attack 1



[A]

Normal Attack 2



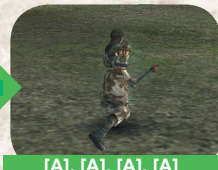
[A], [A]

Normal Attack 3



[A], [A], [A]

Normal Attack 4



[A], [A], [A], [A]

Normal Attack 5



[A], [A], [A], [A], [A]
(Weapon ATTACKS must be at least 5.)

Normal Attack 6



[A], [A], [A], [A], [A], [A]
(Weapon ATTACKS must be at least 6.)

Charge 2



[A], [S]

Throw the enemy into the air.

Attack with [A]!



Follow up with more blows while the enemy is in the air.

Charge 3



[A], [A], [S]

Add a Rushing Attack.

Press [S] repeatedly (Weapon Attack must be at least 5)



Then give them rush attacks!

Charge 4



[A], [A], [A], [S]

Blow away the enemy.

Additional attacks



Enemies hit by damaged enemies can get damaged.

Charge 5



[A], [A], [A], [A], [S]

Throw the enemy into the air. (Weapon ATTACKS must be at least 5.)

Repeat [S]



Charge Drive!

Charge 6



[A], [A], [A], [A], [A], [S]

Each officer has a powerful attack! (Weapon ATTACKS must be at least 6.)

Press [S] repeatedly (depending on officers)



Additional attack?

[Tips for Charge Attacks]

1 Charge 1 is specific to each character



○ Ma Chao
Defeat enemies nearby.

○ Huang Gai
Set up a bomb. Continue pressing [S] to throw.



Charge 1 enables your characters to break through the enemy line, throw bombs, and so forth. Knowing the Charge 1 Attack of your character will help you through the battle.

2 Use charge techniques for elemental attacks!



When the following conditions are met, Charge Attack will have an additional effect.

- An ORB item is equipped.
- The Musou Gauge is full.

Effects depend on which ORB item is equipped. ➔P36
The effect occurs automatically and the Musou Gauge is unaffected.

3 Master the Combo



If you combo five or more hits the combo counter will appear on the screen. You can create combos easier by combining Musou Attack ➔P31 and Charge Attack.

○ Benefits of Combos

- Combo against normal enemies
If you use 16 or more combos on an enemy a "Meat Bun" or "Quiver" will appear.
- Combo against a famous officers
If you use 8 or more combos against a famous officer, you can receive weapon experience. If you defeat famous officers, you can level up your weapon quickly.

MUSOU ATTACKS



Musou Attack can be used when the Musou Gauge is full.

The Musou Gauge is charged when the following occurs:

- Character does damage to an enemy.
- An enemy inflicts damage on the character.
- Character's Life Meter becomes red.
- [D] is held down.

* When the Musou Gauge is full, the character's body glows!

[D]



Musou Attack

Use the character's special technique to attack. As long as [D] is pressed down, the attack will continue until the Musou Gauge is depleted.

* Enemy attacks will not affect the character during his/her Musou Attack. Use this attack to stop an enemy combination attack or when surrounded.

[D] (when Life Meter turns red)



A more powerful Musou Attack.

As long as [D] is pressed down, the attack will continue until the Musou Gauge is depleted.

* A True Musou Attack is more powerful than a Musou Attack. When your character's Life Meter is low, the Musou Gauge charges quickly, so don't hesitate to use it!

True Musou Attack

[D] (when playing in 2 Player Mode)



Double Musou Attack

The most powerful Musou Attack.

When Player 1 and Player 2 are within a fixed distance of each other and both use a Musou Attack at the same time, it turns into a Double Musou Attack.

During 1 Player mode, a Double Musou Attack can be performed after certain conditions are met.

* When two characters are within a certain distance from each other, their bodies will radiate a certain light. That is the go sign for a Double Musou Attack. All that is left is the timing!

DEFENSE



Guard

[Left Shift]

Guard against frontal attacks. When [Left Shift] is pressed, the viewpoint shifts behind character. Hold down the [Left Shift] to continue guarding.

* Also guards against bow attacks. Can be used to change character's viewpoint while moving or in a crowded battlefield.



Parry

[S] (while guarding)

Knock away an enemy attack. While using [Left Shift] to block an enemy attack directly in front of you, time it right and press [S] to have your character push back the enemy.

* A successful parry will inflict damage to the enemy, but failure will make the character vulnerable to attack.



Somersault

[Left Shift] (while in air)

Regain control after being thrown into the air by an enemy attack.

* If the somersault is successful, your character will land upright and be able to attack immediately. However, there are some attacks after which a somersault is impossible.

When you can't move...

When your character is immobilised after taking a hit, repeatedly press the [Left Shift] / [Left Ctrl] / [D] / [S] / [A] / [Space]. Your character may recover faster.



Weapon deadlocks...

If your character and an enemy soldier are equal in strength and your weapons deadlock, press [A] repeatedly. If you win the deadlock the enemy will be in a vulnerable position. If you lose, your Musou Gauge will be completely depleted.



OTHER TECHNIQUES



Announce Yourself

[I]

Press [I] to threaten and startle the enemy. Works even if the character is on horseback, but doesn't work if on an elephant.

* Announcing yourself takes enemies off their guard, so be sure to follow it up with an immediate attack. However, announcing yourself leaves your character vulnerable to attack, so make sure to leave plenty of room between yourself and the enemy before doing so.



Accept Duels

[Enter]

Accept the challenge of an enemy officer to a duel.

Duels may become available after certain stage conditions are met, or when certain conditions are met between the player character and the enemy officer.

To accept the challenge, press [Enter], and the duel will begin.

* Whether a duel will occur between two characters depends on the "relationship" between the two combatants. The more two characters dislike each other, the more likely it becomes that a duel will occur. The results of a duel affect relationships between characters, so it is possible to develop a heated rivalry.

Duel Rules

When you accept a duel, the game will switch to the "Duel Screen," and a one-on-one contest between you and the enemy officer will begin.

Both combatants begin with equal life, and the character who reduces the other's life to zero within the time limit wins the duel. If both combatants are left standing after time expires, then the duel ends in a draw.

- Time Limit is 45 seconds.
- A victory raises the morale of the character's entire army, and extra points are awarded when the stage is cleared.
- If the player loses the duel, the game is over.
- Normal stage combat resumes right after the duel ends.



Field Items

Various items appear on the field during the course of the game.
Pick them up to heal your character or improve his/her abilities.



Recovery Takes effect immediately

	Meat Bun	Life +50
	Meat Bun × 2	Life +100
	Meat	Life +200
	Whole Chicken	Full Life Recovery
	Wine	Musou Gauge recovers to MAX
	Ointment	Life & Musou recover to MAX
	Quiver	Arrows +10

Temporary Ability Boosters Effects last for a set time

	War God's Axe	Attack × 2 (30 seconds)
	War God's Armour	Defense × 2 (30 seconds)
	Speed Boots	MAX movement speed (30 seconds)
	Imperial Seal	Unlimited Musou Attacks (10 sec.)
	??	Unlimited Musou Attacks (60 sec.)

Items appear when...

Items usually appear when your character:

- Destroys boxes or vases
- Defeats enemy leaders

Items will disappear eventually if not collected, so be sure to pick them up in time.



Ability Boosters Effect lasts even after the stage ends

Attack

	Bronze Sword	Attack +1
	Iron Sword	Attack +2
	Silver Sword	Attack +4
	Gold Sword	Attack +8

Defense

	Footsoldier's Shield	Defense +1
	Nobleman's Shield	Defense +2
	General's Shield	Defense +4
	Emperor's Shield	Defense +8

Others

	Dim Sum	Life MAX +10
	Musou Wine	Musou MAX +10
	Treasure Box	Equippable Items 

Equippable Items

Increase character abilities, or add new special abilities by equipping items.

There are three types of equippable items:

HARNESS, ORB and SPECIAL.

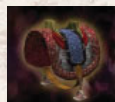


Harnesses

(Only 1 harness can be equipped)

Your character begins a stage mounted on a steed.

* Other items of this type can also be found (if certain conditions are met).



Red Hare Saddle

Begin stage mounted on Red Hare



Hex Mark Saddle

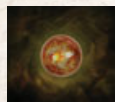
Begin stage mounted on Hex Mark

Orbs

(Only 1 orb can be equipped)

Adds a special effect to character's attack

Effects increase with higher levels (Lvl. 1-4).



Fire Orb

Adds special fire attack



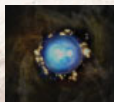
Ice Orb

Adds a special ice attack



Lightning Orb

Adds special electrical attack



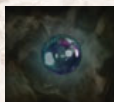
Blast Orb

Adds special blast attack



Vorpai Orb

Adds special vorpai attack



Poison Orb

Adds special poison attack



Elemental Attacks

If an Orb is equipped and the character's Musou Gauge is full, a Charge Attack will have an additional effect, depending on the Orb type.

→P30

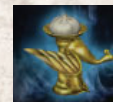
Fire	Inflicts extra fire damage.
Lightning	Lightning strikes surrounding enemies.
Vorpai	Delivers extra damage, occasionally causing instant death.
Ice	Freezes enemy, causing temporary paralysis.
Blast	Powerful attack that cannot be guarded against.
Poison	Enemy receives more damage when poison is in effect.

Special Items

(1-6 items can be equipped)

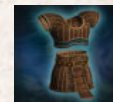
Increase character abilities or add new abilities.
Effects increase per level (Lvl. 1-20).

* Other items can also be found (if certain conditions are met).



Peacock Urn

Increases Life Gauge



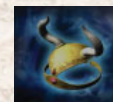
Nanman Armour

Increases defense against bow attack



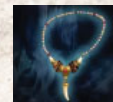
Dragon Amulet

Increases Musou Gauge



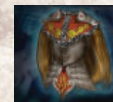
Horned Helm

Increases Mounted Attack



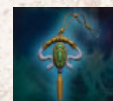
Tiger Amulet

Increases Attack



Cavalry Armour

Increases Mounted Defense



Tortoise Amulet

Increases Defense



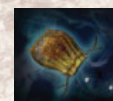
Seven Star Sash

Increases Luck



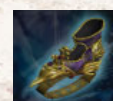
Speed Scroll

Increases Speed



Elixir

Musou Gauge fills faster



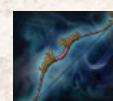
Wing Boots

Increases Jump ability



Herbal Remedy

Increases Charge Attack



Huang's Bow

Increases Bow Attack



???

?

Wei is a large kingdom that incorporates the Central Plains and Northern China, with its capital at Xu Chang. Driven by an intense ambition to rule all of China, Cao Cao has gathered many talented officers to serve under him and aid his conquest.

Kingdom of
Wei



Cao Cao

Ruler of Wei. Legendary for his prowess in both letters and war. Cao Cao rules with an iron fist of order amidst a world of chaos.

Cao Ren

Relative of Cao Cao. Even within the illustrious Cao Family, there were few who could match his abilities on the battlefield.

Zhen Ji

Wife of Cao Pi, the son of and heir apparent of Cao Cao. Supports her father-in-law Cao Cao on his campaigns.

Xiahou Dun

Cousin of Cao Cao. Even after losing his eye in battle, he remained an excellent fighter. Cao Cao's most trusted officer.

Xiahou Yuan

Cousin of Cao Cao. A fierce fighter who fights alongside Cao Cao with his older brother Xiahou Dun.

Sima Yi

Wei Strategist whose genius knew no bounds. Often compared to the great Zhuge Liang of Shu.

The Kingdom of Wu lies to the Southeast of the Chang Jiang River with its capital at Jian Ye. Founded by Sun Jian and expanded by his sons, Wu is supported by a mix of veteran officers and fresh young talent.

Kingdom of
Wu

Huang Gai

Having served Sun Jian since he first raised his army, Huang Gai remains a force to be reckoned with.

Sun Quan

Sun Jian's second son. Serious-minded in contrast to his older brother, he is said to excel in defense.

Sun Jian

Ruler of Wu. A quick thinker with nerves of steel. Often called The Tiger of Jiang Dong.

Zhou Yu

Close friend of Sun Ce. A genius with a mind as deadly as his sword. He is also said to have been an exceptionally attractive man.

Zhou Tai

Former pirate captain. Received a meritorious scar on his face when he once rescued Sun Quan from danger.

Sun Shang Xiang

Daughter of Sun Jian. Hot-tempered and eager to fight, this tomboy princess rushes to the aid of her father on the battlefield.

Sun Ce

Eldest son of Sun Jian. His vivacity and bravery have earned him the epithet "Little Conqueror".

Shu is a kingdom in the mountainous region of Western China with its capital at Cheng Du. Having endured the collapse of the old Han Dynasty, loyalists under Liu Bei dream of restoring the former glory of the Han.

Kingdom of
Shu

Zhang Fei

Sworn brother of Liu Bei and Guan Yu. He was said to have the strength of a hundred men on the battlefield.

Yue Ying

Wife of Zhuge Liang. Supports her husband with her prowess on the battlefield.

Liu Bei

Ruler of Shu. A virtuous man whose dream is to restore the Han Dynasty to its former glory.

Zhuge Liang

The most brilliant mind of his time. Served as Liu Bei's strategist after being honored three times by his visits.

Zhao Yun

Counted among the 5 Tiger Generals of Shu. His incredible bravery was often praised by Liu Bei.

Guan Yu

Sworn brother of Liu Bei and Zhang Fei. A chivalrous man known for his extraordinary beard.

Zhu Rong

The wife of Meng Huo. A dragon lady, who is called a descendant of God of Fire.

Dong Zhuo

A villain born in the world in turmoil. Helped a child emperor to the throne to control the Dynasty.

Lu Bu

Lu Bu, the most powerful warrior, is brutal and dares to betray anyone for success.

Diao Chan

A dancer serving Dong Zhuo. No one knows what Diao Chan expects to do, including the reason why she tempts Lu Bu.

Zhang Jiao

The founder of the Way of Peace leads his Yellow Turbans in an armed rebellion against the Han Dynasty.

Yuan Shao

A strong warrior from Northern China. For the honor of his family, Yuan Shao craves to make a total conquest.

Meng Huo

Great Nanman King. Accompanied by his own dauntless troops, Meng Huo becomes the threat against the Central Plains of China.

Other Heroes

Strategy Tips

"A good fighter should take the initiative and never lose it" (Sun Tsu)

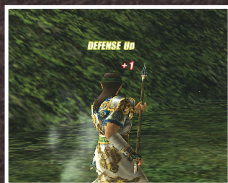
Effective officer development!

◆ Using Items

Upon defeating certain officers, weapons, shields or other items can appear. Collecting these will raise the abilities of your officer. You can also get equippable items from Treasure Boxes. However, you will only find out the contents of the box once you clear the stage. You can then equip new items for the next stage.

◆ Using Game Points

You receive Game Points for clearing a stage. Once these points exceed a set amount, your officer's rank will increase.

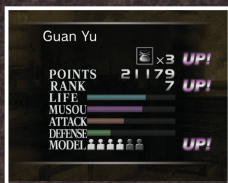


Defense upgraded!

Strengthen your character in Free Mode!

The officers' game points are the same in both Musou Mode and Free Mode. If you develop a character in Free Mode, you can play that character in Musou Mode with the same level and ability as in Free Mode.

If you come to fail in a certain stage in Musou Mode, switch to Free Mode and build up the officer character there, then go back to Musou Mode. You might come to play more easily.



Did you get stronger?

Use information wisely!

◆ Check out the battlefield with [Tab]

Make the best use of the map so as not to get lost in the battlefield. Grasp where you are on the map, then switch to the Zoom Map to check out the topology in the vicinity. Use [Tab] and toggle maps effectively.

◆ Check out the Life Display with [L]

Press [L] during the combat to display a red Life Display over the heads of your enemies. It enables you to tell enemies from allies and know their remaining life.



Check done and ready to go!

Put your bodyguards to work!

◆ Bodyguard life recovery

When you pick up a life recovery item, your bodyguards' life recovers, too. Even if your life meter is full, your bodyguards may be struggling. Make sure to heal them as well.

◆ Careful use of bodyguard orders

Pressing [O] will change your bodyguards' orders. If they are not in the thick of the fighting, then they will not receive as many Bodyguards Points. Keep an eye on their location and their orders, and try to keep them in battle at all times.



Don't go too far!

Ride your favorite horse in the battlefield!

◆ Advantages

Riding a horse, you can reach the destination sooner. You can use Attack, Charge and Musou attacks. Horses have ranks, too. Good horses can run faster and can knock out even high-ranked enemies.

◆ Where is my horse?

If you are equipped with a Harness item, you can locate the horse on the map even after you get off the horse.



I count on you, buddy!

Raise your army's morale!

◆ What is "morale"?

Each army has its morale, which affects its fighting capability. The army's morale decreases if its units are beaten. Morale is lost if the army's commander is defeated. Morale can also be affected by events.

◆ How to raise the morale

Your allies' morale increases when you defeat famous officers and enemy units, and when you defeat a certain number of enemies.



Truly invincible!

Friendships among officers!

Friendships can be built among famous officers, whether allies or enemies. It can affect conversations among officers. You may have to fight a duel with less friendly enemies. Thus, friendships may affect the battles themselves. This function is common both in Musou Mode and Free Mode.

◆ Building friendships

Rescue the officers fighting uphill battles, play the game in the 2P mode, etc.

◆ Losing friendships

Defeat the enemy officers, etc.



Come on!

Change the officer models!

When you meet certain conditions new characters will be unlocked. In addition, different model types of the same character will become available the more you advance in the game.

◆ Changing the model

Press [Tab] on the Character Select screen. Check out the available character models.



Look at this guy!

Troubleshooting

When you encounter a problem, please refer to the troubleshooting hints below. These troubleshooting hints may not be applicable depending on the hardware and software you use. If you try the troubleshooting hints below and you continue to have problems, please visit our web site (www.dw4hyper.com). Note that any changes to your hardware or system configurations are made at your own risk and responsibility.

Basic Checks

General problems

- Confirm that the system requirements for this product are met.
- Check the bottom side of the disc for any scratches or dirt.

Memory

General problems

- Close all running applications.
- Minimize the amount of memory-resident programs.
- Set the screen saver to "None".
- * Set up the screen saver at [Display Properties]-[Screen Saver] tab. To display the [Display Properties], right-click on an empty spot of the desktop and select [Properties].

Hard Disk

Bad installation, hang-up, crash

- Adjust your hard disk as follows:
Click [start] → [My Computer]. Right-click on the respective hard drive. Then click [Properties] to display its properties.
- Clean up
 - 1 Click the [General] tab.
 - 2 Click the [Disk Cleanup] button.
 - 3 Check the [Temporary files] box under [Files to delete]. (Check other boxes at your discretion.)
 - 4 Click [OK]. If confirmation messages are displayed during the clean-up process, delete those files at your discretion.
- Error-checking
 - 1 Check the [Tools] tab.
 - 2 Click the [Check Now...] button under [Error-checking].
- Defragmentation
 - 1 Click the [Tools] tab.
 - 2 Click the [Defragment Now...] button under [Defragmentation].

DVD-ROM Drive

Bad installation, startup trouble, sound problem

- Please clean the DVD-ROM drive.

Video Card

Graphical display, hang-up, crash

- Update your video card drivers. As a rule we recommend you to use the most current video card drivers.
- * Contact your hardware manufacturer or parts manufacturer for available drivers and update information.
- * Depending on your computer system the game may not run properly.
- * If you still experience problems, update your chipset (motherboard) drivers if possible.
- The game contains 3D graphics. In order to use all functions effectively, you must have hardware acceleration that supports 3D graphics. Confirm with your hardware manufacturer whether your video card supports hardware graphics acceleration.

Compatible Video Cards (as of August 2005)

ATI RADEON X800, ATI RADEON 9800 PRO, ATI RADEON 9600 PRO, ATI RADEON 9200, ATI RADEON 8500
NVIDIA GeForce FX 6600 GT, NVIDIA GeForce FX 5700 Ultra, NVIDIA GeForce FX 5600 Ultra, NVIDIA GeForce FX 5200 Ultra, NVIDIA GeForce Ti 4600, NVIDIA GeForce Ti 4200, NVIDIA GeForce3, NVIDIA QUADRO FX 500/FX 600

- * For more information on compatible video cards, refer to:
<http://www.dw4hyper.com>

Sound Card

Sound problem, movie playback, hang-up, crash

- Update your sound card drivers.
- * Confirm with your hardware manufacturer and parts manufacturer for available drivers and update information.
- * If you still experience problems, update your chipset (motherboard) drivers if possible.
- Lower the acceleration level of your sound card.
If you cannot update the drivers, check if changing the setting of [Hardware acceleration] from [Full] to [None] fixes the problem.

Windows XP

[start] → [Control Panel] → [Sound, Speech, and Audio Devices] → [Sound and Audio Devices] → [Audio] tab → [Advanced...] under [Sound playback] → [Performance] tab

Windows 2000

[start] → [Settings] → [Control Panel] → [Sound and Multimedia] → [Audio] tab → [Play] under [Advanced] → [Performance] tab

Before You Contact User Support:

Please check the specifications and relevant information of your PC using our System Checker program. You can download the software free from the URL below:

<http://www.dw4hyper.com>

User Support

If you come across any problems with the product (e.g., the software doesn't work or freezes during play), please visit our Dynasty Warriors 4 Hyper support website. You will find several support options available, as well as a support contact form.

* When contacting support, give as many details as possible about your problem as well as the PC configuration you are using.

Contact:

User Support

Dynasty Warriors 4 Hyper for Windows

KOEI Limited

Suite 209a, The Spirella Building, Bridge Road Letchworth Garden City,
Hertfordshire SG6 4ET, United Kingdom

Support Website: <http://www.dw4hyper.com>

◆ Notes

- We cannot provide game counseling or gameplay hints.
- If the game disc is damaged due to negligence, we will replace it at your expense.
- Products purchased by mistake are not subject for replacement.
- No user support is available for duplicates, rented copies, or promotional copies.

Limited Warranty

(For product purchased in the UK and Europe)

KOEI Ltd. warrants to the original purchaser that this Game Disc shall be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, KOEI Ltd. will repair or replace the Game Disc, at its option, free of charge.

To receive this warranty service:

1. Send in your Registration Card.
2. Save your sales receipt, indicating date of purchase, and the UPC code (barcode) found on the game packaging.
3. If your game is covered under a store warranty, return the Game Disc to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify KOEI Ltd. via our website at <http://www.dw4hyper.com>.
5. If the Service Representative is unable to solve the problem, you will be provided with a Return Authorisation number. Record this number prominently on the outside packaging of your defective Game Disc, enclose your name, address and phone number, and return the Game Disc,

POSTAGE PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales receipt and the UPC code (barcode) within the 90-day warranty period to:

KOEI Limited
Suite 209a, The Spirella Building
Bridge Road
Letchworth Garden City
Hertfordshire SG6 4ET
United Kingdom

Please allow 28 days from dispatch for the return of your Game Disc.

This warranty shall not apply if the Game Disc has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.